

# SANDPIPER SAILBOAT

Rebuild by Andrew Benzie  
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for X-Plane v8.50

AB Air Version 1.0  
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**Please Note:** This vehicle is an updated and/or modified version of another author's original work. Please refer to the original README file (located within the same directory as this file, if available) for more information. I have obtained the original author's permission whenever necessary. I would like to sincerely thank the original author(s) for providing me a solid foundation on which to build; without their work this release would not be possible. This guide is not to be misconstrued as a reference for real-world applications.

## HISTORY

This is a rebuild of the Sandpiper Sailboat by Mark Fisher. Please see the ReadMe Original folder for more information.

I've been having good success sailing this fine vessel lately, but there is indeed a learning curve. I suggest you start with the sails down (fail the wings in the equipment fail screen), then use the motor to get a feel for her as you make your way out into the wind.

The engine should get you 6-8 knots (no wind). With the sails up and a 20 knot wind, you should be able to match that. With 3D walk-around views, you can climb the mast to set sails or go below for a nap.



*the sandpiper returning to port*



*an animated steering wheel and sound effects enhance the sim sailing experience*

## WHAT'S NEW

- new exterior paint job/lighting
- retooled engine should give 6-8 knots, with near 48 hours fuel capacity
- new custom propeller design
- new easier to read/operate custom cockpit with animated steering wheel, GPS, etc.
- ship's horn, new custom sounds
- other tweaks here and there

A flight yoke works great for the rudder. Control the sails with your elevator controls. The horn can be accessed manually or use your flaps key.

Comments are always appreciated:  
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